MISSION: ASTEROID
HI-RES ADVENTURE #0

MISSION: ASTEROID is an introduction to the HI-RES ADVENTURE family of games. This adventure is slightly easier and a little shorter than our other HI-RES ADVENTURE games. MISSION: ASTEROID is designed to acquaint beginning Adventure players to the wonderful world of Hi-Res Adventure.

In this adventure you find that an Asteroid is about to hit the Earth and destroy it. It is your mission, as an Astronaut, to rocket to the Asteroid and blow it up before it reaches Earth. You must fight through the Red Tape at Mission Control, then enter the Rocket Ship and learn how to fly it. I hope you have a flight plan or you will never find your way through space to the Asteroid. Be careful with the explosives, as they can be very dangerous if not handled correctly. This game should provide weeks of Adventure.

OVER A HUNDRED HI-RES PICTURES. (Looks great on b/w and color televisions).

FULL 21-COLOR!! HI-RES GRAPHICS. (Each room a work of art).

YOUR GAME MAY BE SAVED FOR LATER CONTINUANCE.

THIS EXCITING GRAPHIC GAME WILL CHALLENGE YOUR IMAGINATION AND TEST YOUR CREATIVITY EVERY STEP OF THE WAY!

ATARI SOFTWARE
from

ON-LINE systems

TRAVELING INSTRUCTIONS

EXECUTING HI-RES ADVENTURE #0

To start "MISSION: ASTEROID" executing, simply boot the disk. When booting the adventure disk there must not be a cartridge in either of the cartridge slots.

MOVING FROM PLACE TO PLACE

In this game you are in complete control and the computer is merely your puppet as you give it instructions which might aid you in your quest. The computer has a tremendous vocabulary, although it only understands sentences of one or two words. In most cases this is a verb and a noun such as "CLIMB TREE" or "CROSS BRIDGE". In many cases one word suffices such as "UP", "NORTH", "LEFT" or "WEST". At times a direction isn't sufficient to let the computer know where you wish to go. At these times try moving toward something such as "GO TREE" or "GO CAVE" etc. During your journey you will encounter terrain that may call for flying, jumping, climbing, etc., in all cases do not become frustrated, instead, think of a way to explain to the computer what it is you desire and it will do its best to comply.

THE WORLD AROUND YOU

As you travel you may encounter objects which serve you on your journey to save the earth. You may direct the computer to get or take these items. For example, explosives might be useful in blowing up an Asteroid. To find what you're carring at any time, type "INVENTORY", or simply "INV."

A FEW HINTS

MISSION: ASTEROID is not a game that will be solved at one sitting. Even slight progress may take weeks depending on your creativity, mood, and experience as an adventurer. Involve the rest of your family, make sure you try to go every direction from every place you visit. A wise adventurer would keep a map of the places he has visited and so should you. Do not be afraid to experiment. You can not hurt or otherwise blow up the program by trying new things.

THE GRAPHICS

Each place you visit as you travel will be displayed on the television or monitor of your Atari 400/800 in color. Below the picture will be a brief description of where you are. At times if you ask the computer for a closer look at some portion of the picture (such as a knot on a tree) it will comply with a closeup if it thinks there's something that might help you. You will notice that if you drop things they will appear as part of the picture as they would if you dropped them while walking. The Atari only provides for four lines of text on the display. If a message to be output is longer than this, you will hear a beep and the computer will hold up additional output until you press return. If you wish to review your dialogue with the computer, you may press return without typing anything therebye causing it to display the last twenty-four lines of your conversation. To resume play, simply press return again.

SAVING YOUR ADVENTURE

If you desire to resume your game at a later time you must let the computer know so that it can save your game for later play. Games are saved on a diskette other than the one with the gold label. Choose

any initialized diskette you have and label it your "ADVENTURE SAVED GAME DISK". HI-RES ADVENTURE does not use the standard Atari disk operating system and will blindly clobber any data you may have on the disk, therefore, make sure you pick a completely unneeded disk. To request that your game be saved simply say "SAVE GAME". You will be prompted for a letter from A to L under which to save the game. This is so that you may have several games saved at once. To resume play, boot the disk as always then type "RESTORE GAME". You will be asked for the letter under which you saved the game. If you wish to save the game and you do not have an initialized diskette, just type "INIT DISK" any time during the game, then follow the prompts.

If you wish to use the 'SAVE GAME' feature you must have an initialized diskette to save your game on. For your convenience we have added a command to Hi-Res Adventure 'INIT DISK' which you may say anytime you have the prompt 'ENTER COMMAND'. You will be asked to replace your Hi-Res Adventure diskette with a blank diskette. It will take approximately one minute to initialize the diskette. At completion you will be asked to place your Hi-Res Adventure diskette back into the drive. The freshly initialized diskette will now be formatted as required to be used with the 'SAVE GAME' feature.

IF YOUR DISK SHOULD EVER FAIL

If your disk fails within 90 days of purchase return it to the dealer from whom you bought it or send it to ON-LINE SYSTEMS for free replacement. After this time send it to us with 5 dollars. We try to return all disks the same day they arrive.

AND FINALLY......

If all else fails and you're totally stuck and about to burn the ADVENTURE diskette, check with your favorite store for a hint or call us (during reasonable west coast hours!).

GOOD LUCK!

KEN AND ROBERTA WILLIAMS
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URGENT NOTE

This adventure occupies both sides of the disk. Side "B" is not copy protected. We strongly urge that you make a back-up copy immediately. A back-up copy can be made with the copy utility program supplied on side "B". To use the copy utility simply boot side "B" and then follow the prompts.
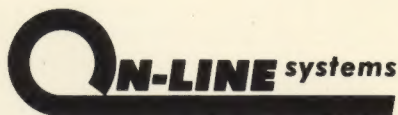
MISSION: ASTEROID

HI-RES ADVENTURE #0

There is a terrible tragedy about to happen to Earth. A small planet, also called an Asteroid is speeding through space directly toward Earth. This particular Asteroid was one of many small planets revolving about the Sun between the orbits of Mars and Jupiter. Somehow, this Asteroid jumped its orbit and is now threatening the life of every living soul on Earth. The only way to stop the Asteroid is to blow it up in Space before it gets to Earth.

As an Astronaut, you are assigned the duty of rocketing to the Asteroid and blowing it up. There is no time to lose, though. If you don't do things exactly right and don't travel fast enough, there will be DISASTER.

The Asteroid will hit the Earth at a pre-determined time. You are wearing a watch, which if checked periodically, will let you know how much time you have left.

Be careful, don't waste any time, and you will save us all from certain destruction. Good luck!